

FIG.1
Related Art

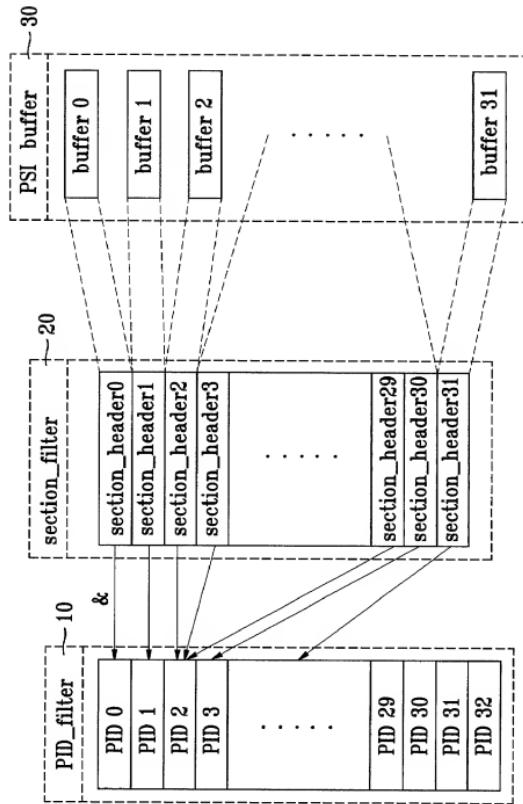


FIG.2

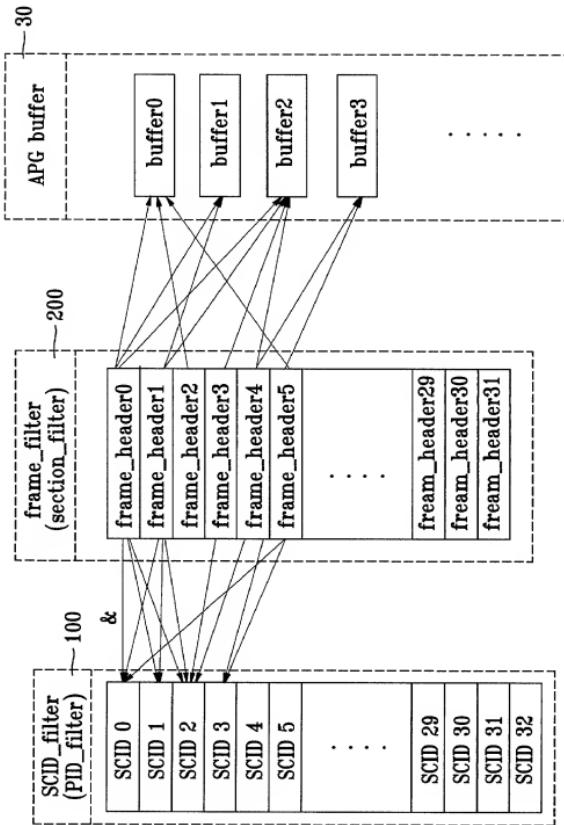


FIG.3

frema_header 0	SCID_number (5 bits) ex)0×0	SCID_number (5 bits) ex)0×1	SCID_number (5 bits) ex)0×2	SCID_number mask_bits (3 bits)
frema_header 1	SCID_number (5 bits) ex)0×1	SCID_number (5 bits) ex)0×2	SCID_number ex)None	SCID_number mask_bits (3 bits)
frema_header 2	SCID_number (5 bits) ex)0×0	SCID_number (5 bits) ex)None	SCID_number (5 bits) ex)None	SCID_number mask_bits (3 bits)
frema_header 3	SCID_number (5 bits) ex)0×2	SCID_number (5 bits) ex)None	SCID_number (5 bits) ex)None	SCID_number mask_bits (3 bits)
frema_header 4	SCID_number (5 bits) ex)0×2	SCID_number (5 bits) ex)0×3	SCID_number (5 bits) ex)None	SCID_number mask_bits (3 bits)
⋮				
frema_header 30	SCID_number (5 bits) ex)0×7	SCID_number (5 bits) ex)0×15	SCID_number (5 bits) ex)None	SCID_number mask_bits (3 bits)
frema_header 31	SCID_number (5 bits) ex)0×14	SCID_number (5 bits) ex)0×15	SCID_number (5 bits) ex)0×1a	SCID_number mask_bits (3 bits)

FIG.4

	31	30	29		5	4	3	2	1	0
scid0	0	0	0	1	0	0	1	0	1
:										
scid1	0	0	0	0	0	0	0	1	1
:										
scid30	0	0	0	0	1	0	0	1	0
:										
scid31	0	0	0	1	0	0	0	0	1

FIG.5

Frame_start_point (start address of buffer)	Frame_start_point (end address of buffer)	Matched SCID_number	Matched frame_header _number
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